BEAUFORT COUNTY PARKS AND RECREATION
2026 FALL ADULT SOFTBALL RULES AND REGULATIONS

1. General. This league is sponsored by Beaufort County Parks and Recreation Department, heretofore referred to as BCPR, and shall be governed by the following rules and regulations as adopted by team representatives. \The contact for Adult Softball will be Bob Lamb (843-986-8556 or robert.lamb@bcgov.net).

- League Committee. The following people shall serve to draft, interpret, and enforce the rules and regulations of this league:
    1) Evan Christian
    2) Scott Schnee
    3) Bob Lamb
- **Insurance**. BCPR provides no insurance for adult participants. Teams/Players play at their own risk.
- **Team Registration Fees.** The cost for participating in this league is $450. This fee goes toward umpires, balls, chalk, field maintenance, lighting, etc. All team fees are due by 8/31. There are no exceptions!
- **Alcohol and Drugs**. Absolutely no alcoholic beverages or drugs are allowed on/at BCPR facilities. Players or coaches possessing drugs or alcohol AND players or coaches obviously under the influence are subject to the following consequences:
    - 1st Offense: The team will be suspended until a $100 fine is paid to Beaufort County. The manager/head coach is responsible for the entire team.
    - 2nd Offense: The team will be suspended until a $100 fine is paid to Beaufort County. The team will also forfeit game(s) played on that date.
    - 3rd Offense: The team will pay a $100 fine to Beaufort County. The team will forfeit the remainder of the season. The entire team roster will also be suspended for 1 year.
        - Notes: Playing/Coaching while under the influence of alcohol and or drugs is prohibited. The umpire or the Parks and Recreation Department staff member in charge will remove any player(s) if they suspect alcohol or drugs have been used.
- **Tobacco**. Tobacco products (cigarettes, cigars, E-Cigs, Vape, chewing tobacco, snuff, dip or any other tobacco or tobacco derived substance) are not permitted on Beaufort County property (includes on the field, outside the fenced areas, in the parking lot, etc.).

2. Eligibility.

- **Rosters**. **The maximum roster size is 22 players (including managers and coaches).** Rosters are locked in the Sunday before your games (Ex. If your game is on Tuesday, your roster is set as of the Sunday prior – no player will be eligible if they register the same day as their game). No changes or add-ons to rosters can be made at the field. **NO CHANGES CAN BE MADE TO ROSTERS AFTER OCTOBER 4.** **(Registration closes on 10/4/2026).** Only those listed on the roster are permitted on the field or in the dugout. No scorekeeper slot will be permitted; all players on the roster must be eligible to play in the games. All players must always have a picture ID accessible. If a player is on the field and cannot produce a picture ID, they will be removed from the game. If found to be ineligible, the game will be a forfeit. Team reps can call Bob Lamb or check the team's captain page on RecDesk for an up-to-date team roster.
- **Multi-League Participation**. All men's league players are also eligible to participate in the Co-ed league. Players can move up or down one (1) division. Two (2) player max per team (Ex. A team in the Silver League can only have two (2) players on their roster who are also participating in the Gold League).
    - ~~Gold League – Gold league players may also play in the Silver and/or Co-ed league~~
    - Silver League – Silver league players may also play in the ~~Gold and/or~~ Bronze and Co-ed leagues.
    - Bronze League – Bronze league players may also play in the Silver and/or Co-ed league.

Any team in violation will be subject to the consequences under Ineligible Player

In an event that there's not enough teams to provide three (3) open divisions (~~Gold~~, Silver, and Bronze), players can only play in one (1) open division. For example, if there's only enough teams to have a Gold and Silver division, players can only play in one (1) or the other, not both. If the Coed division is ever combined with another division, that division is no longer classified as "Coed", and the above rule applies in terms of player participation.

- **Waivers**. Each player must register and sign the waiver at www.bcscrec.com or at either recreation center – Buckwalter Recreation Center or Burton Wells Recreation Center.
- **Uniforms**. All players are required to play in a numbered uniform, jersey, or similar colored T-shirt (no similar colored t-shirts will be allowed after Sunday, 10/4/2026. All members of your team must have the entire uniform by Sunday, 10/4/2026.
    - If a player, or players, do(es) not have a matching uniform by week 3, they will not be permitted to play in the game. If they are found to be playing in the game, it will result in an ejection and an out recorded in the players position in the batting order. Players will have 3 minutes to produce their jersey if questioned.
- **Team Names.** Beaufort County P&R will determine the appropriateness of team names at the discretion of the league committee and can have teams change names when deemed inappropriate.
- **Tournament Eligibility**. All players on the roster are eligible for the tournament.
- **Ineligible Players**. Consequences for violations are:
    - 1st Offense: Forfeit of all game(s) ineligible player participated in.
    - 2nd Offense: Team is ineligible for the tournament.
    - 3rd Offense: Team will forfeit the remainder of the season, and the entire team roster will be suspended for 1 year.

3. Unsportsmanlike Conduct.

- **General**. BCPR values player safety over all else. Any action that is deemed purposefully unsafe is subject to the unsportsmanlike conduct penalties. Players must make all attempts to avoid unnecessary contact. Any action deemed unsportsmanlike, either on or off the field, will not be tolerated. This applies to teams, individual players, coaches, and spectators. Violators are subject to appropriate action by the league committee and/or BCPR, including suspension or expulsion from the team or the ballpark.
- **Suspensions and Fines**. Any coach or player ejected from a game by the umpire or Parks and Recreation staff will be subject to the following penalties prior to reinstatement:
    - Suspension for the remainder of that night's games
    - Suspension for the team's next games (2 games) and not permitted to be on Beaufort County property for the team's next games
    - $50.00 fine to Beaufort County
        - In the event that a manager is deemed to have failed to maintain proper order of the team, the manager will be subject to an additional fine of $50.

  A second ejection thereafter will increase the fine, for that individual, to $100 and lead to a suspension for the remainder of the season and tournament games. Fines will be used to finance youth sports scholarships. Number of ejections will also be the first tie breaker for playoffs/seeding – the team with the fewest number of ejections (hopefully NONE!) will win any tie breaker scenarios.
- **"Flagrant" Misconduct**. If, in the sole discretion of the umpire or Parks and Recreation Staff, such an ejection is due to flagrant misconduct or unsportsmanlike conduct, then a fine of $100.00 payable to Beaufort County will be levied and a five-game suspension will be imposed. Additionally, the offending individual may be subject to banishment from the league. The League Commissioner will rule on this decision, and all decisions are final. Qualifying "flagrant" misconduct shall include, but not be limited to, the following:
    - Intentionally trying to cause injury to another player.
    - Pushing or striking an umpire or league official.
    - Excessive verbal abuse of an umpire or league official.
    - Fighting or striking an opposing player or coach.
- **Ejections and Multi-League Play**. If a player is ejected from any game and plays in multiple leagues, that player must sit out the suspension time for both leagues and face the other ejection penalties before that player can play in ANY league game.

- **Notification Responsibilities**. In the event of an ejection, the umpire shall notify the BCPR representative/office of the number, name, and team of the ejected individual(s). In the event the ejection was for "flagrant" misconduct, the umpire shall notify the league committee within 24 hours by a written report of the incident.
- **Illegal Bats**.
    - **All bats must be labeled "Slow-Pitch Softball" and have the official ASA/USA Softball logo stamp/sticker on the bat (See last page)**. Coaches must ensure their team's bats are legal for play.
    - Coaches may ask the umpire to check the bat for the "ASA" or "USA Softball" stamps, to make sure the bat is legal. If illegal, the owner of the bat will face the punishment under "**If ILLEGAL**".
        - Once a player enters the batter's box with a bat, that will be considered intent to use that bat.
            - **If ILLEGAL**, the offending team will forfeit the current game, and the OWNER of the bat must pay a $50 fine to BCPR and will be suspended for the remainder of the current night's games and the team's next two games. Suspension applies to all leagues in which the offending owner plays. A 2nd violation by the same owner will result in a $100 fine and a suspension for the remainder of the season.
    - Fines must be paid to Buckwalter Recreation Center (905 Buckwalter Pkwy, Bluffton) before the player can play in any league games.

4. Game Play Rules.

- **Any gameplay rules not specified in this document will follow the updated ASA/USA Softball official rules.**
- **No "NEW" inning will start after 55 minutes of game play. *However, once an inning starts, it must be completed.**
- **The umpire will announce the official start time for all games. The umpire's clock will be official.**
    - In the event the 1st game goes into extra innings, the 2nd game will start immediately following the 1st game and follow the "55-minute" rule.
    - There is NO BREAK between games unless the 1st game ends early due to the mercy rule.
        - If the 1st game ends in the mercy rule, the 2nd game will start no later than the originally scheduled start time
- **Pitching Height: 6 to 10 feet**
- All batters will start with a 1-1 count
- **The distance from home to 1st base = 70'; The distance from home to the pitcher's mound = 50'**

5. Player Minimum/Maximum.

- A team must have a minimum of nine (9) players to start a game. If a team does not have 9 players, the game will be considered a forfeit for the team with less than 9 players. If the team with fewer than 9 players believes that they will not be getting enough players by the start of the 2nd game time, the game will go down as two (2) 7-0 wins for the team with 9+ players. If they believe they will be getting their 9th player in time for the 2nd game, the first game will go down as one (1) 7-0 loss and the 2nd game will begin as soon as the 9th player arrives, **but not later than the originally scheduled start time of the 2nd game.**
- If both teams have enough players to begin play, the game will **start on time/as scheduled** or when the last player arrives. If late players show up, they can be added to the lineup once they arrive. **The grace period will not be used to allow "starters" to arrive.**
- **Men's league team lineups will consist of up to fifteen (15) players**
    - Extra hitters can be placed anywhere in the lineup prior to the start of the game. Once the game has started, any late arriving players must be added to the back of the lineup. Players can be substituted in the field at any time but must always bat in the same order.
    - **Re-Entry Rule: Any player may be substituted for or replaced once, providing the players occupy the same batting position in the batting order. The starting player and their substitute may not be in the lineup at the same time. If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or substitute position, this is considered an illegal re-entry.**

- Teams may continue the game with one fewer player than it began with whenever a player leaves the game for any reason other than an ejection. If the loss of a player is the result of an ejection and that team does not have enough personnel to match its starting lineup, the game shall be a forfeit in favor of the opposing team. If the player leaving the game is a base runner, he/she shall be declared an out.

6. Game Time.

- The first game time will be 6:30 pm.
- The first game is the **ONLY** game with a ten-minute grace period.
- Regulation games will be at most seven (7) innings, but last no longer than the time limit. Tied games will continue in 1- pitch format, with the last out of the previous inning placed at 2nd base at the start of the inning.
  - **Strike or Foul = out; Ball = walk**
  - 1-pitch is only applicable in the regular season; tied playoff games will continue in the normal format until a winner is decided, **but the runner on 2nd base will still be in effect.**
- All games are official after four (4) complete innings of play (or 3.5 innings if the home team is winning). Any game rained out before the fourth inning is complete will be rescheduled and played from the time of cancellation.
- If the first scheduled game is declared a forfeit due to lack of players of one team, there is no grace period for this second game. If the team that is short on players gains at least nine (9) players prior to the original game 2 start time, the game will start once the 9th player arrives.

7. Line-ups.

- Managers/coaches must give the other team their roster/batting order no later than ten (10) minutes before game time for each game.
- Batting orders MUST include the name AND number of each player to assist the opposing team in tracking the line-up.
- **SCOREBOOKS will be provided by BCPR and are expected to be utilized. If both teams keep a book, the umpire will defer to the home book for any discrepancies. If only one team is keeping a book, that book will be official.**
- Managers/coaches must notify opposing team of all line-up changes or substitutions as they occur.
- **Prior to each inning, both managers/coaches must verify the score of the game.**
- **THERE IS NO DESIGNATED HITTER (DH) IN ANY DIVISION.**

8. Equipment.

- Only ASA/USA Softball approved equipment will be permitted. See "3. Illegal Bats" section for bat requirements. Equipment challenges should occur prior to the game where possible.
- Only softballs issued by BCPR prior to the games shall be used. **Games must end with the same number of balls they started with.** No extra balls will be given during the game. It is the responsibility of both teams to retrieve balls that have gone out of play. If all five balls are used and out of play, the game clock will continue to run while BOTH teams retrieve the balls.
- No metal cleats, street shoes, or bare feet are allowed. Only rubber cleats/tennis shoes are permitted.
- **L-Screens may be used by the pitcher. If at any time a batted ball hits the L-Screen, it is considered a DEAD ball (No Pitch). A pitcher utilizing a Pitching Screen cannot be the first fielder to make a play on a batted ball. If this occurs, a "dead ball" will be announced, and all runners (including the batter) will advance one base. A ball thrown by the defense, contacting any part of the screen, is considered live and in play.**

9. Home Run Rule.

- **SILVER/BRONZE** - There is a maximum of five (5) home runs per team per game on all fields. Every homerun after the fifth homerun for that team for that game will result in an automatic out.

- **COED** – There is a maximum of five (5) homeruns per team per game on all fields. **However, COED plays with a 2-up rule, meaning neither team can hit more than 2 homeruns more than the other team.** If a team hits a homerun such that the hitting team has 3 homeruns more than the other, the homerun will be vacated, an out will be recorded in the spot, and all players will remain on their original base.
- ~~**GOLD** – There is a maximum of seven (7) home runs per team per game on all fields. **However, GOLD plays with a 2-up rule, meaning neither team can hit more than 2 homeruns more than the other team.** If a team hits a homerun such that the hitting team has 3 homeruns more than the other, the homerun will be vacated, an out will be recorded in the spot, and all players will remain on their original base.~~
- **In the event of a home run, all players may walk to the dugout. No base running is required by the batter or any player already on base.**
- **A batted ball that goes over a fence after contact with a defensive player or their glove will be considered a 4-base error and will not count towards home run totals.**

10. Mercy Rule.

- The mercy rule is in effect during regular season play. See section "18. Tournament Play" for tournament mercy rules. When any of the margins listed below are reached, the game will end in favor of the team winning by the following margins:
  - After **three** innings of play: margin of **20** or more runs.
  - After **four** innings of play: margin of **15** or more runs.
  - After **five** or more innings of play: margin of **10** or more runs.

11. Courtesy Runners.

- Each team is allowed one courtesy runner per inning
- Any rostered player whether playing in the game or not, may be used as a courtesy runner.
- Courtesy runners must be substituted, with the umpire's acknowledgement, during dead-ball time
- Courtesy runners must be of the same sex as the base runner they are replacing (M-M or F-F).
  - Men's league: one courtesy runner per inning
  - Co-ed league: two courtesy runners per inning, one for each gender F-F or M-M
- The same courtesy runner can be used for the same batter multiple times in an inning if the team has batted through the lineup.

12. Courtesy Foul.

- Once the batter has 2 strikes, one "courtesy foul" will be given; the following foul will result in an out.

13. COED Rules.

- The Coed line will be placed at 200 feet.
- When a female is batting, outfielders must be behind the Coed line until contact is made with the ball. Once contact is made, outfielders may come and make a play on the ball.
- If a Coed team starts with only 3 females, an out will automatically be recorded in the spot the 4th female would have batted. If the 4th female arrives during the game, she will be placed in this spot.
- **Coed teams may finish the game with 3 or fewer females only in the event of injury.**
- ***NEW – Coed batting lineups may consist of the following only:**

  6 males/3 females (automatic out in the 4th female slot)

  6 males/4 females

  7 males/5 females

  8 males/6 females

  Unless a team has more females than males, no other lineup configurations are allowed!

***The only instance where 4 males will bat in a row is when a team only has 6 males/3 females (automatic out in 4th female slot)**

- Batting orders must alternate between male and female. Once out of a gender, the remaining players are placed at the end of the order. Batting orders clarifications are as follows:
  - **The maximum number of players that a Coed lineup may have is 14.**
- **When a male player is walked ahead of a female batter, he is awarded second base.** The following female batter must bat EXCEPT, with two outs, the female batter can choose to bat or walk prior to the 1st pitch of the at-bat.

14. Officials.

- Regular season games will have one umpire per game. Tournament games will have two umpires when possible. There is no tolerance of derogatory comments toward the umpires. They are out there because they enjoy being around the game and you. Treat them with the same respect you want them to treat you with.

15. Make-up Games.

- BCPR makes no guarantees on the number of regular season or playoff games
- BCPR will attempt to reschedule officially postponed games, but there is no guarantee that makeup games will be played on the normal league night. BCPR may use alternate night when necessary.
- One attempt, if possible, will be made to get a postponed game made up. If that attempt is also postponed, the game will go as a 7-0 split between the two teams.

16. Forfeits.

Teams shall make every effort to avoid forfeit. In the undesirable event that your team is forced to forfeit, the team captain/coach shall provide as much notice as possible to BCPR, to ensure that the opposing team and umpire are informed in a timely manner.

- **Any team that forfeits four (4) games (2 nights) shall be removed from the league for the remainder of the season and tournament play. Remaining games will be considered forfeit wins for the opposing team.**
- No refunds will be issued if you are removed from the league.
- **FORFEITS SHALL BE SCORED 7-0 IN FAVOR OF THE NON-FORFEITING TEAM.**

17. Litter.

- Each team is responsible for picking up trash in and around their respective dugout. Please don't litter!
- BCPR will inspect the dugout trash cans prior to each series and then at the end of the game. If alcohol or drug paraphernalia is found, the associated team will be subject to the $100 fine. Removal of the trash bag will be considered implicit violation of the drug and alcohol policy. If the team believes that a prior patron has violated the policy, they must inform BCPR prior to their game for inspection.

18. Music.

- Music can be played by the team that is batting, but it cannot be so loud that players and the umpire cannot hear each other. **Radio edited versions of songs are required**. Teams will receive one warning for explicit language and slurs. A subsequent violation will cause the team to lose the privilege of playing music for the remainder of the series. Repeated violations over the course of the season will cause the team to lose the privilege for the remainder of the season.

19. Pets.

- **There are no pets allowed at Oscar Frasier Park, MC Riley Park, or Barker Field. Coaches are expected to remind players and families of this rule.**

20. Tiebreakers.

- If teams are tied at the end of the regular season, teams will be ranked (in application order) by:
    1. Fewest ejections
    2. Fewest forfeits
    3. Head-to-head record (If all tied teams have played each other)
    4. Run differential of the teams involved (if all tied teams have played each other)
    5. Run differential for the entire season
    6. Coin flip
- For clarity, the 1st tie-breaker method (ejections) will be applied first. If it cannot determine the winner, the next method is used (forfeits). The list is only progressed if the previous tie-breaker rule cannot determine the winner. If all tied teams have *not* played each other, but have the same number of ejections and forfeits, run differential for the entire season will be used.

21. Tournament Play.

- BCPR will determine the number of teams for playoffs and the format to be used based on the number of teams in the league.
- Tournament seeds are determined by the regular season standings.
- Throughout tournament play, the higher seed in the matchup will be the designated home team.
- **There are no one-pitch, tie-breaking innings in the playoffs, however the last batted out of the previous inning will be placed on 2nd base at the start of the inning.**
- **BRONZE/SILVER/COED** - The playoff mercy rule is 20 runs after 3, 15 runs after 4, and 10 runs after 5.
- ~~**GOLD ONLY - There is NO 10-run mercy rule in the playoffs.**~~
- A team in the winner's bracket will be designated home over teams coming out of the loser's bracket (regardless of seed).
- **No new inning will start in Tournament games (except in the "if necessary" game) after 1 hour and 25 minutes or 7 innings, whichever comes first. However, once an inning starts, it must be completed.**
- **If teams make it to Game 2 of the Championship series (If Necessary Game), the home team will be determined by coin flip. There will be no mercy rule or time limit.**

22. Protests

- All protests must be filed, in writing, within 24 hours after the completion of the protested game. Additionally, a $25.00 filing fee must be made at the time the protest is filed and made payable to Friends of Youth Athletics in Beaufort County. Umpire judgment calls are not to be protested. The committee will rule on all protests within 48 hours of the filing. All decisions made by the committee are final. In the event a protest is upheld, the filing fee shall be returned. If the protest is not upheld, the filing fee shall be used for the purchase of equipment for BCPR athletic fields.

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USA Softball Bat Testing & Certification Program

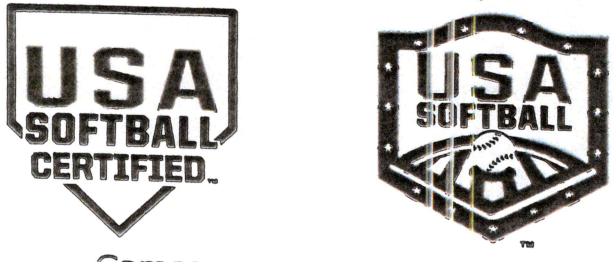
***** Information on non-linear bats with unique barrel compression thresholds can be seen on the Non-Linear Bat Compression Thresholds page.**

CERTIFIED/APPROVED: The official bat for USA Softball Championship Play must meet all the USA Softball specifications and the requirements of Rule 3, Section 1, and:

1. The official bat, made up of the knob, handle, grip, taper, barrel and end cap shall be free of burs, dents cracks, sharp edges, rattles and show no signs of excessive wear. The official bat may be marked OFFICIAL SOFTBALL by the manufacturer, and shall be no more than 34 inches long nor exceed 38 ounces in weight. The official bat shall not be more than 2.250 inches in diameter at its largest part, including any tolerance for expansion. The official bat must bear either the 2000 Certification Mark, 2004 Certification Mark, or 2013 Certification Mark (Slow Pitch, Men's Adult Fast Pitch, Junior Olympic Boy's Fast Pitch and Men's Modified only), as shown below and must not be listed on the USA Softball Non-Approved Bat List with 2000 or 2004 Certification Mark.



NOTE: USA Softball has begun transitioning to the new USA Softball Certification Marks for the 2020 calendar year. On behalf of equipment manufacturers, the USA Softball Equipment Testing and Certification Committee requested that the new certification marks be approved for the 2019 calendar year and the USA Softball Board of Directors approved the new marks (seen here) for 2019 USA Softball Championship Play. The Official Rules of Softball, Rule 3, Sections 1 and 3 will be updated for 2020 to identify the new Certification Marks for Championship Play.



Games